HORSE RACING

Game documentation for Palladium [Arcadia 2001] system.

HORSE RACING CARTRIDGE GAME INSTRUCTIONS

This Video cartridge offers a very popular betting game of horse racing for a maximum of eight (8) players. The game is selected through the push-button switches on the Video Computer Game master unit.

To Insert Cartridge

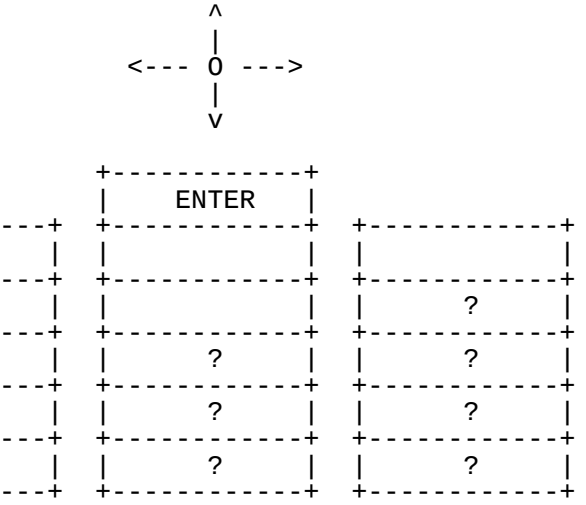
(1) Check to see that the power switch on the master Unit is OFF.
(2) Hold the Horse Racing cartridge so that the name on the end is towards you and read right side up.
(3) Insert the cartridge CAREFULLY into the slot in the center of the master unit switch panel. Be sure the cartridge is firmly seated, but do not try to force it.

Important: To prolong the life of your Video Computer Game System and protect the electronic components, the console unit should be OFF when inserting or removing cartridge.

How to Use Customized Game Overlay

There is a customized game overlay provided for the Horse Racing cartridge with special keys' functions printed on the surface. Player should place the overlay directly on to the left hand remote controller keyboard and presses the relevant keys when playing the game.

CONTROLLER KEYBOARD LAYOUT



[Re-typing note: The keys with the question marks are the only ones used in this game, but the scans of the manual were poor, and I could not make-out what is written on the keyboard overlay.]

Object Of The Game

To achieve highest stake by guessing the right number of the winning horse in the nine races.

How to Play Horse Racing

1. Each player picks a number from 1 to 8. This number will be used for all the nine races in each game.
   (This gives every player a unique identification with the system. The system records all simulated betting and keeps each player's "stake" total up-to-date.)
2. Turn on the Master Unit with the customized game overlay inserted in the left hand controller keyboard.
3. Push RESET switch first and then START button, the blank betting sheet will be shown on TV screen.
   (The betting sheet is where the players enter all simulated bets before each race. Every player starts with $500 of simulated "money". If you go broke, you have lost the game.)
4. To actually place bets, each player does the following:
   When you see the [dark square] marker above "P", key in your player number (1 through 8), the [dark square] marker will appear after the player number in front of the BET column.
   After you entered your player number, if you change your mind and want to withdraw from betting on that race, just press CLEAR.
   (Players identify themselves, one at a time, to the system. If you don't want to bet on a particular race, you don't have to do anything until step 9).
5. Key in the amount of your simulated bet. The maximum is $100 or the amount of your stake, whichever is less. If you change your mind about the bet, press CLEAR and do it again.
   (The betted amount appears after the player number under the BET column.)
6. Press ENTER.
   (The [dark square] marker appears after the player number in front of the W column to indicate the system's readiness for you to enter the horse you want to bet on.)
7. There are two kinds of bets you can make - "Win" or "Exacta".
   A. The horses are coloured as Blue (B), red (R), green (G) and black (D). If you want to bet one horse to Win, Press the key for that horse. Its initials will appear on the screen. If it is the one you want, press ENTER. If you pressed the wrong horse key and the initial is not the one you want, press CLEAR and try again.
      (Wins "pay off" 3 to 1.)
   B. An Exacta (Forecast) best is on the first and second horses- in their finishing order. If you want to make an Exacta bet, press the key for the first horse you choose. Its initial will appear. If it is the one you want, press E and then Enter. If it is not the one you want, press CLEAR and try again. After the first horse is thus selected, press the key for the second horse. If it is the one you want, press ENTER. If it is not the one you want, press CLEAR and try to enter the second horse again.
      (Once the first horse is entered, the [dark square] marker will appear after the player number in front of the E column. You cannot bet on the same horse to finish first as well as second. If you make such a mistake, the system will not accept the second horse and you have to enter another horse as the second finish. Exactas "pay off" 10 to 1. Therefore, a successful Exacta bet can put you way ahead in the game. However, Exacta bets are a lot harder to win.)
8. When every player who wishes to bet has done so, press READY.
   Before READY is pressed you can change the bets you already entered by restarting from step 4. Even an Exacta bet can be replaced by a Win bet or another Exacta bet.
   (The scene switches to the starting gate)
9. Press START button to start the race.

(The gate is opened and the horses are off.)

10. After the race is over and the result is shown, you can switch to the updated betting sheet by pressing START. The players can go to step 4 again.
    (Each player's stakes are updated. The system is ready for the players to enter betting for the next race.)
11. There are nine (9) races in a game. After the ninth race is over, the player can press START to look at the final scores of the game.

Version 1.0 (June 5, 2002) - Re-typing by Adam Trionfo from scanned instructions provided by Stefan to Ward Shrake.
Note: a few spelling errors from the original manual have been corrected, but most spelling and grammar mistakes have been left untouched (they have NOT been introduced in the re-typing process); this adds to the "charm" of the original system manuals.